

Atari Age



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GO FOR IT
CRAZY CLIMBER

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CRAZY CLIMBER
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CRAZY CLIMBER

CRAZY CLIMBER

A SMASH HIT ARCADE GAME— A GREAT HOME GAME

Now available from The Atari Club!

NOT AT ANY STORE! AN EXCLUSIVE
ATARI CLUB CARTRIDGE INTRODUCTION!

GO FOR IT, CRAZY CLIMBER!

Head for the top of that building—but watch out! The windows keep closing on your fingers—the Mad Doctor is tossing down things to knock you off—that darned bird drops eggs at you—there's an electrical sign with a shocking loose wire—girders and rivets keep falling at you—and there are four different buildings waiting for you!

This is not going to be easy, Crazy Climber—but it is going to be lots of fun!

It will be at least six months before Crazy Climber is sold at any store—but Atari Club members can get Crazy Climber in March by ordering today!

Just \$26.95

To Order: Call 1-800-345-8600

(PA residents call 1-800-662-5180)

Or use the convenient Mail Order Form

Captain's Log



We're always trying to find new ways to bring Atari Club members "something extra" -- a special offer, or some advance information that isn't available to the general public. Well, we've really come through this time! We've arranged for Atari Club members to receive Crazy Climber, the home version of a tremendous arcade hit, in March -- at least six months before it is sold at any store

What a terrific addition to Members' cartridge collections -- a game no one outside the Club can buy! And this is just the first of the Club's Exclusive Cartridge Introductions. If members respond the way I expect they will, we'll be able to bring you more exciting new games long before they reach store shelves.

I've invested enough quarters in the arcade version of Crazy Climber to know just how good an adaptation our new home game cartridge is. And frankly, I'm thrilled that it's available now only through The Atari Club. The more special treatment for Atari Club members, the better!

Steve Morgenstern

P.S. More good news! Atari has lowered prices on many of its most popular cartridges -- so we're lowering your Club prices too! Plus, we have a special free cartridge offer just for Club members. All the details are on page 19. Happy New Year!

ATARI AGE CONTENTS

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Dear Atari Club,
What does the Atari symbol stand for? Does it have to do with the game Go?

Chris Bannister
Baltimore, MD

We went right to the source for the answer—the man who designed the famous Atari symbol back in 1972, when the company was just getting started. The designer's name is George Opperman. At the time he created the Atari symbol,



he was a freelance artist working with the company. Today, George is in charge of all graphics for Atari's coin video department!

George tells us that the corporate logo basically represents a stylized letter "A" to stand for "Atari." He did have an added inspiration in designing the symbol, though. Back in 1972, Atari's claim to fame was "Pong," and George says the two side pieces of the Atari symbol represent two opposing video game players, with the center line of the "Pong" court in the middle.

So you see, there is no Go reason for the design. However, the Japanese influence has made a significant contribution to the Atari symbol—its nickname. The three-pronged symbol is widely known as the Atari "fui," although nobody

at the company could tell us how the nickname originated. The best guess is that the shape reminded someone of Japan's famous Mount Fuji—but no one seems to know who came up with the nickname, or when, or why.

—Editor

Dear Atari Club,

A friend of mine told me that the light cycle racing game in the movie "Tron" is based on an Atari home video game. I don't see any games like that in the cartridge listings, though, so I told him he's crazy. Who's right?

Jamie Gipsen
Galveston, TX

Officially, you're correct—there is no direct tie-in between the light cycle segment of "Tron" and any Atari cartridge. However, your friend has spotted a very interesting similarity between the movie game and one of the early Atari Game Program cartridges, *Surround*. In *Surround*, each player maneuvers a block which leaves a trailing wall behind it. Cutting off your opponent and making him crash into a wall is the object of the game. Sound familiar?

—Editor

Dear Atari Club,

Is Atari making any plans for a voice synthesizer for the Atari VCS?

Candido Martinez Jr.
Bronx, NY

At this time, the answer is no. However, Atari engineers are working on a voice synthesizer for the new 5200 game system which promises to deliver the most realistic speech of any video game system on the market. And most important of all, the games being designed to take

advantage of this new technology use the voice capability as an important part of gameplay—not just as audio decoration. We'll keep you posted on the latest developments in talking Atari games in upcoming issues.

—Editor

Dear Atari Club,

I've been talking to my parents about going to Atari Computer Camp this summer, but I need more information—like where the camps will be, and how much it will cost. Can you tell me?

Arthur Whitehouse
Brattle, NJ

The first season of Atari Computer Camps was such a success, Atari is expanding to six camps across the country for summer '83. To receive a free brochure, you can call toll-free 1-800-847-4180 (in New York call collect, 212-889-5200), or write to Atari Computer Camps, 40 East 34th Street, New York, NY 10016.

—Editor

Keep those cards and letters coming, Club Members!

Send your questions and comments about Atari games to Editor, Atari Age, 1700 Walnut Street, Philadelphia, PA 19103. If we print your letter in the magazine, we'll send you an Atari Game Program cartridge of your choice.

solution section

Cover of the
CENTRAL
GALAXY
FROM
ON
OF
SOLAR
AND ON

Remember and with the "Solve it a Star" column in the September/November issue of Atari Age? So are we.

When we wrote the column, we thought they were pretty hard. However, as we started writing these long letters, the puzzle didn't seem so hard. In fact, we received over 3,000 responses in all. We just want that a lot of people had some pretty good ideas about what we meant by a "word"—a machine, in fact, that the numbers we had in a word, or the article of your computer was a way of thinking of the highest every card. As a result, we are all absolutely sure that we will have a lot of ideas about the winners and the Atari Age issue of Atari Age. Let's see the magazine—you don't know whether you will find a great, but you do know that you will find a great one.

ATARI BRINGS

MS. PAC-MAN

HOME!

She's the undisputed Queen of the Arcades—and she's coming to your house. In February, with an unbeatable combination of action-packed features!

- Changing mazes!
- Different bonus for each level—all the fruits and pretzels from the original arcade hit!
- Her own personal theme music!
- Bright, sharp-looking ghosts!
- Arcade-style title display!
- Sound cue to signal when power pill power is running low!
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(PA residents call 1-800-862-5180)
or use the convenient Mail Order Form



New Cartridge Report

VANGUARD

How do you feel about danger?

If you like a nice, comfortable evening of checkers by the fireside, you'd better pass this game by.

On the other hand, if you're itching for non-stop action and intense gameplay, Vanguard is an absolute must!

Your spaceship flies through twisting, turning tunnels toward the lair of the deadly



Gond, facing nine different attack waves on the way!

Vanguard features outstanding rainbow-bright graphics, a spaceship with rapid-fire lasers forward, backward, and side to side,

and a "continues" feature that lets a new game start where the last one left off—all just like the arcade original!

This could be Atari's best space warfare game ever!

MS. PAC-MAN

What can you do to make the most popular video game of all time even better? That's the problem the people at Bally Midway faced after the tremendous success of Pac-Man. Their solution—have mazes that change at different play levels. Take the bonus fruit and make it move through the maze. And then they came up with a new star for their exciting new game—the glamorous Ms. Pac-Man!



Now Atari has packed all of the features that made Ms. Pac-Man the queen of the arcades into an exciting new home game cartridge! You get multiple mazes and changing, bouncing bonus fruit, enhanced

sound effects, clearer, more colorful ghostly images, and even the original arcade song!

It's everything an Atari fan could ask for in a fun-packed maze game!

PHOENIX

Phoenix is the second Atari game based on a hit Centuri coin video game (Vanguard is the other), and fans will be thrilled to find that the distinctive features of this arcade classic have been faithfully translated to the fast-moving home video adaptation.

Players use laser cannons to fight off waves of bird-like attackers from outer



space, and finally vanquish the powerful alien spaceship which the birds protect.

One key to the popularity of Phoenix is its unique shielding device. Flipping back on the joystick activates a protective shield that

lasts about 1½ seconds and lets your laser cannon fire through at the enemy, while keeping you from moving! If there's an enemy bomb headed straight for you when that shield wears off, you're in deep trouble!

SWORDQUEST FIREWORLD

The SwordQuest action/adventure series continues in February with a thrilling challenge on a planet of flames—FIREWORLD!

The FireWorld puzzle is made up of ten rooms, some containing magical objects. These objects are the key to discovering the secrets of FireWorld—secrets which could win you a fabulous gold and platinum chal-



ice, encrusted with sapphires, diamonds, rubies, and pearls. It's a one-of-a-kind \$25,000 prize!

It won't be easy to win this incredible prize, though. Five action-packed tests of your skills as a warrior await you in this

treacherous world. You might be required to catch lethal knives, dodge plummeting birds, or kill deadly snakes. Master each exciting adventure and enter a treasure room, moving one step closer to conquering FIREWORLD!

AN EXCLUSIVE ATARI CLUB CARTRIDGE INTRODUCTION!

CRAZY CLIMBER

"Hey, look up there! Some guy is climbing the side of that building! He must be out of his mind!"

You're absolutely right—he is crazy! He's Crazy Climber, hero of one of the most popular arcade games of all time, and now starring in his own Atari home video game!

Crazy Climber has lots of problems in his death-defying climb. First of all, the windows keep opening and closing—if they shut on his fingers, down he falls!



Then there's the Mad Doctor sticking his head out the window and tossing flowerpots, baskets of fruit, and buckets of water at our hero. And how about the bird flying past, dropping eggs on him?

It's going to be tough getting to the top. When he makes it, though, his friend in a helicopter is waiting to pick him up and take him to another building! There are four

of them in all, with falling gardens and rzwets, an electrical sign with a loose wire waiting to yolt him, and windows closing faster with each floor he climbs.

He's got to be crazy to climb like that—and you'll be crazy about this hilarious new cartridge. Don't look for it at the stores, though. For at least six months, the only place to find Crazy Climber is the Atari Club!



video corner

Millipede

Attention Centipede fans—Atari has a hot new

arcade game that takes the basic elements of Centipede and adds dramatic new game-play features for unbelievable bug-blasting action.

Your shooter waits below as a dangerous millipede winds its way down a mushroom-clogged screen towards you. The millipede is just one small part of your problem, though. Dragonflies swarm onto the screen, flying treacherous attack patterns right at you. Barrages of deadly mosquitoes are unleashed without notice. Inchworms crawl past for extra-scoring opportunities while beetles scoot across the screen to block your path. You do have a dramatic new weapon in your battle against the forces of

bugdom, though—strategically placed DDT capsules. Shoot one and it explodes in a cloud of



pesticide, wiping out any bugs in the vicinity.

Atari's new coin video racing game actually makes you believe you're behind the wheel. When you come whipping through a turn heading straight for a sign by the



Pole Position™

If you want to experience what it feels like to tear through a tough racecourse behind the wheel of a powerful Formula One car, play Pole Position.

roadside, you can't help but swing your body to one side as you swerve to avoid a collision. You can't avoid having your heart beat a mile a minute as you press the accelerator to the floor and try to pass the lifelike cars blocking your path. The sounds, the feeling, the sensation of racing is captured with such incredible pulse-pounding realism, you'll swear you smell racing fuel and scorched tire tread in your favorite arcade.

This \$25,000 Gold Chalice Can Be Yours!

Solve The
Mystery Of

SwordQuest FireWorld

SWORDQUEST—a revolutionary video game concept including four different cartridges linked in a continuing epic adventure.

Each cartridge is a thrilling video game on its own. And each is part of the SwordQuest Contest, with its own fabulous prize custom made for Atari at a cost of \$25,000! And for the final prize of the SwordQuest series, there is the Sword of Ultimate



Sorcery—an incredible \$50,000 jewel-encrusted blade!

The Quest began in October with *EarthWorld*.

It continues in February with *FIREWORLD*!

Enter *FireWorld* as a warrior, searching for clues buried in the game and the special DC comic book packed with the cartridge. Conquer the five action-packed adventure sequences which await you, and use your cunning to discover the valid clues needed to enter the *SwordQuest FireWorld* Contest.

FireWorld is a dangerous place, and the Quest is demanding—but think how sweet it will be when the winner drinks a victory toast from a \$25,000 Golden Chalice!

**Order SwordQuest
FireWorld Today!**

Club Member Price! \$31.95

HERE'S YOUR
LAST CHANCE
TO BECOME AN
OFFICIAL SWORDQUEST
ADVENTURER!

Receive each SwordQuest cartridge at your special Club Member price — get it as soon as it comes out — and get as a bonus four exclusive SwordQuest T-shirts. They're designed by the same artist who's creating the amazing SwordQuest comic books, and available only to Atari Club SwordQuest Adventurers at no additional cost!

Member reaction to this offer has been so tremendous that we're extending it for *FireWorld* only! Enroll in the SwordQuest Adventures plan today and receive *EarthWorld* and *FireWorld* now, with *WaterWorld* and *AirWorld* sent to you as soon as they're released.

You'll find complete details on the Order Form attached to page 15



SNEAK PEEKS

More Smash Hit Arcade Games Are On The Way!

Speaking with Atari's software development team, we discovered that there are *three more* Atari VCS adaptations of major arcade hits on the schedule for the first half of 1983—and that's in addition to the four blockbusters featured in this issue!

We have to hold off on revealing the names of the games which are in the works for now—but nobody can blame us for giving you a few hints, right?

If all goes according to schedule, you'll find announcements of two important arcade game adaptations in the March issue of *Atari Age*. One is based on the Atari coin video game that was the *first* hit game ever programmed by a woman. The other is the home video version of a tremendously successful space game created by Namco Ltd.

Later in the year we'll have the home version of a current Atari coin video smash hit featuring a hopping heroine.

Let's see, that's seven arcade classics Atari is bringing home in the first half of 1983. No question about it—it's going to be a great year for video gaming!

Atari To Introduce Advanced Controllers For VCS

For the video game fan who demands the finest play control possible, Atari is coming out with the answer to your prayers—a new precision joystick controller and a 'Trak-Ball' for the Atari 2600!

The new joystick is a handheld design which rests comfortably in the palm. There are two fire buttons, one on each side, which can be used individually or together. A key change is the slender joystick shaft, which offers maximum sensitivity and precise control.

The new Trak-Ball controllers will provide the ultimate in speed and comfort for all games which are currently played with joystick controllers. Players use the compact tabletop unit to control on-screen action by spinning a sphere in the direction they want to move. This control system eliminates tired wrists and cramped fingers completely, while improving playing response dramatically for most people.

Both the advanced joystick and the Trak-Ball are due out in summer 1983.

FLASH! Just as we were going to press with this issue of *Atari Age*, we got word on another new VCS controller coming from Atari early in 1983—it's a remote controlled joystick! Now you'll be able to set up your video game and play it from up to 20 feet away from the game console. It's a terrifically convenient way to play your favorite games—you just attach the receiver to the joystick ports of your VCS console and play with the radio control joystick units from



any comfortable spot in the room. And since many of the latest games can be reset by simply pressing joystick trigger button, you can play for hours without ever touching the console.

We'll have all the details and ordering information in the next issue of *Atari Age*.

Krull Is Coming!

Summer '83 will bring us *Krull*, a Columbia Pictures film full of princesses in peril, weird villains, enchanted objects, and deeds of mythic heroism. *Krull* will be more than a movie, though—Atari is creating a home video game capturing all the on-screen action and adventure of this fascinating fantasy film. Planning and programming is now going on—we'll keep you up to date in future issues of *Atari Age*.

1 - 2 - 3 - 4 - 5 New Sesame Street Games Unveiled

Teamwork between Atari and the Children's Computer Workshop began only last June, but it's quickly produced very exciting results. In fact, there are *two* Atari/CCW cartridges scheduled for May 1983, with *three more* in July—and four of them feature the popular Sesame Street Muppet characters!

Tentative titles for the new games are *Grover's Music Maker*, *Alpha Beam*, *Oscar's Trash Race*, *Big Bird's Egg Catch*, and *Cookie Monster Munch*. The games combine wonderful character animation with basic concepts for pre-school learners, including number, letter, and shape recognition and logic skills. Most important, the children who have tested the games *love* playing them!

The special controller designed for young gamers will also be ready by May. It's called the Kid's Controller, and looks something like a large touchpad controller, with big buttons for little fingers and brightly colored overlays for each different game.

Climbing the walls!

While playing your new *Crazy Climber* video game cartridge in the comfort of your living room, give a thought to the daredevils who inspired this thrill-packed game—and be grateful you can have the thrills *without* the chills that they went through!



It was a lonely night in New York City, and he felt rotten. Here he was, a visitor from overseas, and they were treating him like some kind of criminal—chasing after him half the time, running away from him the rest of the time—why, they had even tried to lock him up! It was depressing. He needed to do something different—something exciting. So he picked up his favorite girl and took her someplace romantic—the top of the Empire State Building, the tallest building in the world. What a view!

Of course, most tourists would have taken the elevator, but King Kong chose a slightly different approach—he climbed right up the side of the building! After all, a giant ape can't be expected to monkey around with stairs and elevators and such. And though Kong probably didn't know it, climbing buildings had become a kind of tradition... particularly when the building in question is the world's tallest!

The first great "Human Fly" was George Gibson Polley, whose wall crawling exploits made him a leading daredevil in the "Roaring Twenties."

Polley reached the top of the entertainment world early in his career—he climbed theater buildings to attract crowds before showtime.

Warming up to his role as a professional daredevil, Polley took his skill on the road, climbing 2,000 buildings throughout the United States. His assault on the Woolworth Building in New York, though, was probably his most ambitious stunt—the 792-foot building was the tallest man-made structure in the world in 1920, and Polley was determined to conquer it. He probably would have made it, too, if an officer of the law hadn't poked his head out just as George reached the 30th floor and arrested him for climbing a building without a permit!

There was a sudden flurry of climbing activity in the 1920s, as assorted "Human

Fliers" competed for the spotlight. When the 1920s ended, though, so did the building-climbing craze.

Over the course of the next 50 years, buildings kept getting bigger and bigger, but there was nobody to climb them. The Woolworth building was surpassed as the world's tallest building time and again. For many years the Empire State Building reigned as the ultimate climb, one which only King Kong would attempt. It was not till 1974 that the Empire State was surpassed by the towering twin towers of the World Trade Center in New York—two side-by-side columns of offices soaring 110 stories 1,350 feet into the clouds.

A worthy challenge for any Human Fly. And there was one young daredevil ready to take that challenge.

Making It To The Top in New York

His name was George Willig. He worked at the Ideal Toy Corporation, designing battery-powered mechanical figures like Electro Man and Zog the Terrible. And when all

his fellow toymakers had left for the night, George would stay behind and work on a special project of his own—a metal block device that would lock securely into the tracks that guide the window washers' platform on the outside of the World Trade Center.

On Thursday, May 26, 1977, on a sunny New York morning, a young man was spotted approaching the south tower of the Trade Center in lower Manhattan. He was dressed like a mountain climber—heavy hiking boots, an orange backpack, and a long coil of nylon rope. A half hour later he was spotted again—this time high above Manhattan, and headed straight up.

Thousands of pedestrians stopped to point and stare as Willig crept upward at the rate of about two minutes per floor. Traffic stopped dead, a police helicopter flew in, and an expert suicide rescuer was brought to the scene to talk the young man down. But it soon became clear that Willig was not crazy—and he was determined.

It took just over 3 hours for him to reach the roof, to the riotous cheers of the crowd below him—and the waiting arms of police, who promptly arrested him. He was threatened with a lawsuit for \$250,000 in damages. Willig had be-

come an instant hero, though, and public opinion is not to be ignored—especially during an election year. Mayor Abraham Beame smilingly told the press a few days later that the city of New York had settled with Mr. Willig for a fine of \$110. That was 1 cent for each floor he had climbed!

And so, man had succeeded in conquering the second tallest building in the world. A spectacular achievement—but clearly not good enough! Over in Chicago stood the absolute champion, undisputed tallest inhabited structure in the world—the Sears Tower, reaching up a full 1,454 feet above Wacker Drive. But surely nobody would tackle this glass-faced monster in the treacherous blasts of the famed "Windy City" of Chicago.

Needless to say, someone would.

"Spiderman" Conquers The Sears Tower

They first noticed him at 6 A.M. on May 25, 1981. There was a man clinging to the outside of the Sears Tower, already at the 30th floor, dressed in a Spiderman suit! But inside the costume was no comic book creation—it was flesh-and-blood 25-year-old Dan Goodwin.

Within minutes the police and fire departments were on the scene. Goodwin was using a special tool that fit into the window washing tracks on the building. Only one problem, though. As he later recalled, "The metal was weaker than I expected. When I stepped down on the tool, it made a crunching sound, as if it were ready to rip away."

Ignoring this danger, Goodwin went on—only to find another hazard descending towards him. The fire department was lowering the window washing scaffolding straight at him! They moved downward. He continued upward. Suddenly, when they were just two floors above him, Goodwin reached into his backpack and pulled out a set of suction cups. Clamping them onto the windows, he moved sideways across the building, away from the descending scaffolding and towards another window washing track ten feet away.

His problems weren't over, though. When planning his climb, Goodwin hadn't counted on a thin coat of grease on the windows, placed there to keep them from scratching. That grease also

kept his suction cups from holding very long. In fact, they started sliding as soon as he put his weight on them, and would pop off completely every 10 seconds.

That meant Goodwin had to move fast when traveling by suction cup. Even that was okay, though...until he reached the 63rd floor.

The firemen were lowering the scaffolding at him again. He was suction-cupping his way across to yet another track when one of his three suction cups gave out completely—built-up grease from the window had made it useless.

Now he was standing on only two cups—and one of those was slipping! Suddenly another suction cup popped off—and the last one was sliding! Goodwin recalls those desperate moments:

"There was only one thing to do. I reached in my pack and grabbed a skyhook, a climbing device, and placed it on the window sill, which was about three-eighths of an inch wide. I stood on it, and it popped off. The suction cup slid with me. So I put the skyhook on the sill again, just slowly placed it there."

It held!

Finally, the firemen decided it was better to let Goodwin go than to risk killing him. He reached the top, 7½ hours after starting out, and fell into the arms of waiting police. Once again, public enthusiasm for a brave stunt saved the daring climber from major legal problems—the judge let him off with a \$35 fine for disorderly conduct.

The Height Of Insanity?

Building climbing is dangerous, spectacular, and very controversial. To many, these stunts are a public menace, wasting police time and tax dollars. To others, though, the spectacle of climbing mighty skyscrapers is the fulfillment of a fantasy—a contest between overpowering architecture and human daring. For the moment, the men are leading the competition—they've conquered the world's tallest inhabited structure. But even greater challenges are in the works. There are buildings on the drawing boards now which will strip the Sears Tower of its record someday—and when that happens, there are bound to be some new daredevils eager to visit the top floor of the world's tallest building in their own distinctive way. □



the Clubhouse Store



A. Only From The Atari Club!

The best way to keep your Atari equipment neat and easy-to-reach—the Atari Organizer. Leave your game console in this handy roll-about unit—lift the cover and you're ready to play! Holds all your cartridges, game books and controllers. Sturdy solid-core construction, anodized acrylic doors and dust cover. Measurements: height 35 1/2" width 20" depth 11 1/4". Assembly required.

Item Code A43 \$49.95



E. Your Personal Wall of Fame. Who's tops in Space Invaders? What's your high score in Super Breakout? This official Atari Scoreboard displays your best scores for up to 9 games—just post them with the marker provided, then wipe them off and change them as you improve. A Velcro® tab holds the marker on the board. 30 1/2" x 14"

Item Code A50 \$6.95

Available only from The Atari Club!



B. Always Ready for Atari Action!

Just flip up the dust cover of this terrific tabletop Game Center and you're ready to play! The bottom compartment holds your controllers and up to 27 cartridges and game books. Protects your system from dust and dirt—keeps your games on your fingertips.

Item Code A09 \$39.95

Joystick broken? Fix it yourself!



C. Is your Atari joystick wiggly, wobbly, or just not working? Now you can repair it yourself with the brand new Joystick Repair Kit. Each kit includes plastic insert, black outer cover for handle, printed circuit board, trigger springs, and easy-to-follow directions. A few minutes with a screwdriver in hand and your joystick is as good as new!

Item Code A70 \$4.50

D. Keep Game Instruction Books at Your Fingertips.

Game books are essential for Atari enjoyment—but try to keep track of them! Here's the perfect answer—the Atari Game Book Binder. Holds up to 23 books with our punching holes in them—prevents loss and wear.

Item Code A51 \$8.95

Available only from The Atari Club!



ALSO AVAILABLE

AC Adapter A01	\$ 6.95
Deriving Controllers (Pair) A02	\$19.95
Joystick Controller (Single) A03	\$ 9.95
Keyboard Controller (Pair) A04	\$21.95
Paddle Controller (Pair) A05	\$14.95
TV Switch Box A06	\$ 6.95
Modular Cartridge Library A07	\$18.95
Game Cartridge Case A08	\$ 9.95
Dust Cover A10	\$ 7.95

E.T. CONTEST

By now everyone knows what E.T. wants most in the world—to get home! Oh yes, and he's also developed a taste for candy pieces. So we've put together a contest which leaves it up to you to make E.T. happy. Of course, we want to make you happy too, so we're offering our grandest Grand Prize ever—an Atari 5200 game system plus eight game cartridges for the \$2000! It's a prize worth over \$500! That's really something to phone home about!

The diagram below represents Elliott's home town, with three pieces of E.T.'s interplanetary telephone, and numbered pies of candy pieces at each intersection. Your goal—travel from the "Start" position to E.T.'s spaceship, moving from intersection to intersection, picking up the candy and phone pieces you pass on the way. The person who completes the journey with all three pieces of the phone and the greatest number of candy pieces is the Grand Prize winner—next highest wins second prize—the ten next highest totals each win a third prize. For entries with equal total scores, a drawing will be held to determine the winners. In addition, a random drawing will be held from all entries received by the deadline date to select 500 fourth prize winners.

Rules

- 1) Each move must take you over a complete road segment, from one candy pieces pile to another.
- 2) You can travel through any road segment twice and only twice, except for segments where you find a phone piece—you can only cross over each phone piece once.
- 3) Each time you reach a numbered circle, you add that number of candy pieces to your total.
- 4) Traveling through a road segment containing a telephone piece entitles you to pick up that piece. You must pick up all three pieces before reaching the ship.



Prizes

- One **FIRST PRIZE WINNER** will receive an Atari 5200 Advanced Game System and 8 Game Cartridges!
- One **SECOND PRIZE WINNER** will choose any 5 Atari Game Program cartridges!
- Ten **THIRD PRIZE WINNERS** will each receive an Atari Game Center Organizers.
- 500 **FOURTH PRIZE WINNERS** will each receive an official Atari Age poster.

How To Enter:

List the number of each circle you reach on your trip and in order in the blanks on the entry blank provided (there are more blanks than you will need). Complete the order and entry forms and send them together in the envelope provided. YOU MUST WRITE THE NUMBER OF POINTS YOU HAVE SCORED ON THE OUT SIDE OF YOUR ENVELOPE—if this is not done, your entry will NOT be valid.

Final judging and drawings will be held on March 15, 1983 and winners will be announced in the May/June issue of Atari Age. Contest valid in Florida, North

Dakota, Ohio, and West Virginia. Employees of Atari, Inc. and other Warner Communications companies and their families are not eligible to win. Decisions of the judges will be final.

Actual odds of winning will be determined by the total number of valid entries submitted. Based upon the number of actual entries submitted in the "Seen is a Sign" Contest, the chance of winning a prize will be 1 in 78.
Estimated prize value: first prize \$5040, second prize \$1510, third prize \$40, fourth prize \$4.

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We've been writing about the superb arcade-style graphics of the Atari 5200 system—now we'd like to show you just how good they really are.

Of course, the photos shown here can't give you the full effect of 5200 gameplay—the printed page can't capture the swooping attack patterns of *Galaxian*, the smooth, quick action of *Defender*, the frantic fury of a *Missile Command* bombardment, or all the truly spectacular sound effects. But even in these still pictures, the thrill of Atari 5200 video gaming comes through—quite simply, it is the finest home video game system on the market today.

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from Dan Frahn, Newark, Ohio
(Solution in next issue of Atari Age)



from Jeffrey Hall, Garner, NC

Here's another batch of Cub Reporter contributions from Club Members across the country. If you feel the urge to add your playing tips, news reports, cartoons, and other evidence of creativity to the Editor's mailbox, just send it to me at 1700 Walnut Street, Philadelphia, PA 19103. If we publish it, you'll receive an Atari Game Program cartridge.

SW

Special Thanks

for their outstanding Cub Reporter contributions go to Steve DeLee, Milwaukee, WI; Will Simpson, Los Angeles, CA; Len Schopler, Dewey, DE; Ann Margaret Alperin, Dundee, IL; Steve Echamber, Warwick, RI; Rebecca Neal, Maryville, TN; Jeff R. Linnard, Kearney, NE; Ryan Perkins, Orlando, FL; Darryl A. Sanders, Allentown, PA; Michael Longardi, Philadelphia, PA; Tim Tooy, Newark, OH; Tom Yang, Livonia, MI; Kevin Porter, Marlton, NJ; Lee LaVastol, Racine, WI; and Brian Kucowski, Hingham, CT.

Sneaky Superman Game Secret

Before touching the joystick to start the game, depress the firing button. When you move the stick to start the game, Superman will remain in the air and not fall to the phone booth and become Clark Kent. Wait for the clock to tick off 1/2 seconds, then move the stick in the direction you want to fly and let go of the button. Superman will not turn into Clark Kent this way.

Also, the bridge will not blow up (you will find some extra bridge pieces in the blue subway, but you can ignore them). Using this trick, you can forget about building the bridge and concentrate on capturing the bad guys—my personal best time this way is 1 minute 27 seconds.

from Garrett Pasaru,
Downingtown, PA

from Paul M. Archibald,
Rockville, MD



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Take Me Out To The Arcade

(sung to the tune of "Take Me Out to the Ballgame")

Take me out to the arcade,
Take me out with my friends,
I'll play me some Pac-Man and Asteroids Deluxe,
I don't care if I run out of tick.
Cause it's shoot, shoot, shoot till the screen's cleared.
If I don't win it's a shame.
'Cause it's one, two, three ships you're gone.
At the old arcade.

from Gary Coyte,
Eau Claire, WI

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